

Circus - children dressed as animals.

Play day - inter-mural programme.

Day-Camp.

6-8 yr. 1-12 yr.
9-12 - 12 yr.
junior high

Programme.

- 1) Swimming - lessons
- 2) Riding - lessons
- 3) Hiking (works)
- 4) Dramatics
- 5) Constructive trips - weekly
- 6) Athletic events - baseball etc.
- 7) One hour's rest - intelligent discussion

Play Day.

Officers

Director - assistants

Scouts + timers.

Instructors - judges + officials.

Assistants - referees etc.

Advertisers to teams

Musicians + song leader.

Committees.

Program Plans

Orientation

Washing + dressing - room arrangements.

Reception + registration

Social entertainment, refreshments, dancing

Awards.

Clubs - Week's Program.

Health - doctor, clothes, diet.

Work - business women.

City - slums, Red Cross.

Mother - as hostess

Recreation - recreation program.

Home - hobby show, cooking etc.

Church - special services.

Program Construction.

Homogeneous groups -

- interest, ability, age
- weather, appeal to particular group
- time for activity - suitable.
 - amount time needed.
- consider staff
 - as to schedule
 - size of groups
- needs of children
 - active & passive
 - rest needed
 - inter-section
 - health standards
- equipment needed & space allowed.

Types of Schedule.

Block division - sections.

- rotation by activity

Advantages 1. good from teaching standpoint.

2. division equal

3. motivation of activity easy.

Disadvantages 1. children can't use initiative.

2. children feel it is school.

4. activity well-used.

Free choice.

1. Activity must be fascinating.

2. Every activity must be attended.

 running essential.

3. Records kept daily - accomplishment

 - attendance.

4. Not good for very young children.
but children's suggestions accepted
& done if possible.

5. Make rounds for certain length of time.
6. Certain activities must be attended.
 - she can choose 2 activities for the week.
 - sub-divide class for age.

Request day.

Request program for day.

Schedule program as to counsellor wishes

- 6 dramatic practices
- 2 nature special days.
- fill in schedule with other activities.

Activities partially by choice.

Must activities.

Four priorities by request.

Choice by day - check + keep reports.

Program

Activities

- Swimming
- {
 - table - sailing
 - Dining
 - Canoing
 - Archery
 - Tennis
 - Badminton
 - Handcraft
 - Campcraft
 - Sketching
 - Riding
 - Dancing
 - Dramatics
 - Music
 - Puppetry
- Nature
- Volleyball
- Fencing
- Baseball
- Deck tennis
- Group games
- Story-telling
- Canoe trips

- leather, basket, metal, pottery, weaving, bead.

Evening Programs .

Treasure hunt .

Buy - track rides

Scavenger hunt .

Hotels - star - gazing

Canoe parades - canoe - decoration .

Roasts - corn etc .

Indoor track meet .

Put - together - hill - billy
nativity nights
book night
family night
hard times
advertisement .

Cabaret

Theatre night

Musical evenings .

Story - tellings .

March of time - current events .

Dancing nights - folk, social

Lost & found night .

Council - ring -

- talks on vacation .
- challenges .
- guessing - games .
- Indian night .
- poetry night .
- team games - active , early in evening .

Midnight dips & rides .

Social - dancing evenings .

Midnight fest - under supervision .

International night .

Musicals

Blue moon night .

Vestiment night - counsellors tell of
vacations & interests .

Special days.

Colour war.

All-day hikes.

Pippa days - anything you wish day.

Counsellor's day.

Backwards day.

Sunday-school picnic.

Regatta.

Campercraft day.

Garden party.

Circus.

Horseback.

General sports day.

Tournaments + exhibitions.

Gypsy day - Indian day.

Demonstrations of activities.

Smashback tea - land + water journey + reverse.

- ride - 3 steps

- canoe back.

Special excursions.

Activity with other camps.

Dragon tea.

Progressive supper.

Paper-chase - poems of positions of next clue.

- land + water.

- reward - basket of fruit

International night.

- Chinese supper + entertainment
posters, music, creative.

Musicals.

- quartets, choirs.

Blue moon night. (full moon)

- hostesses, moonlight ride, moon ¹⁰⁹ range.

Projects .

Puppetry - making .
Cabin in woods .
Nature trails
Council ring
Theatre or chapel .
Improving camp - ponds - rock - garden .
Nature collections
Camp toys, callander, newspaper .
Inter - section entertainments .
Handcraft .
Projects for banquet etc .
Church services
Help with - all - day programs .
- circus

Duties

Life guard - free swims
morning & swimming dips.
Cabin - morning rise
takes } quiet, on beds, presence
rest hour } illness, state of mind.

Evening Programs

Cabin counsellor takes her own
cabin - once a week.

Section division - once a week &
more.

Three evenings at most - for entire
camp.

Attend programs - take some -

Table manners & service & conversation -

absence & eating habits, nature, noisiness -

Change section tables - within own age groups
weekly.



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